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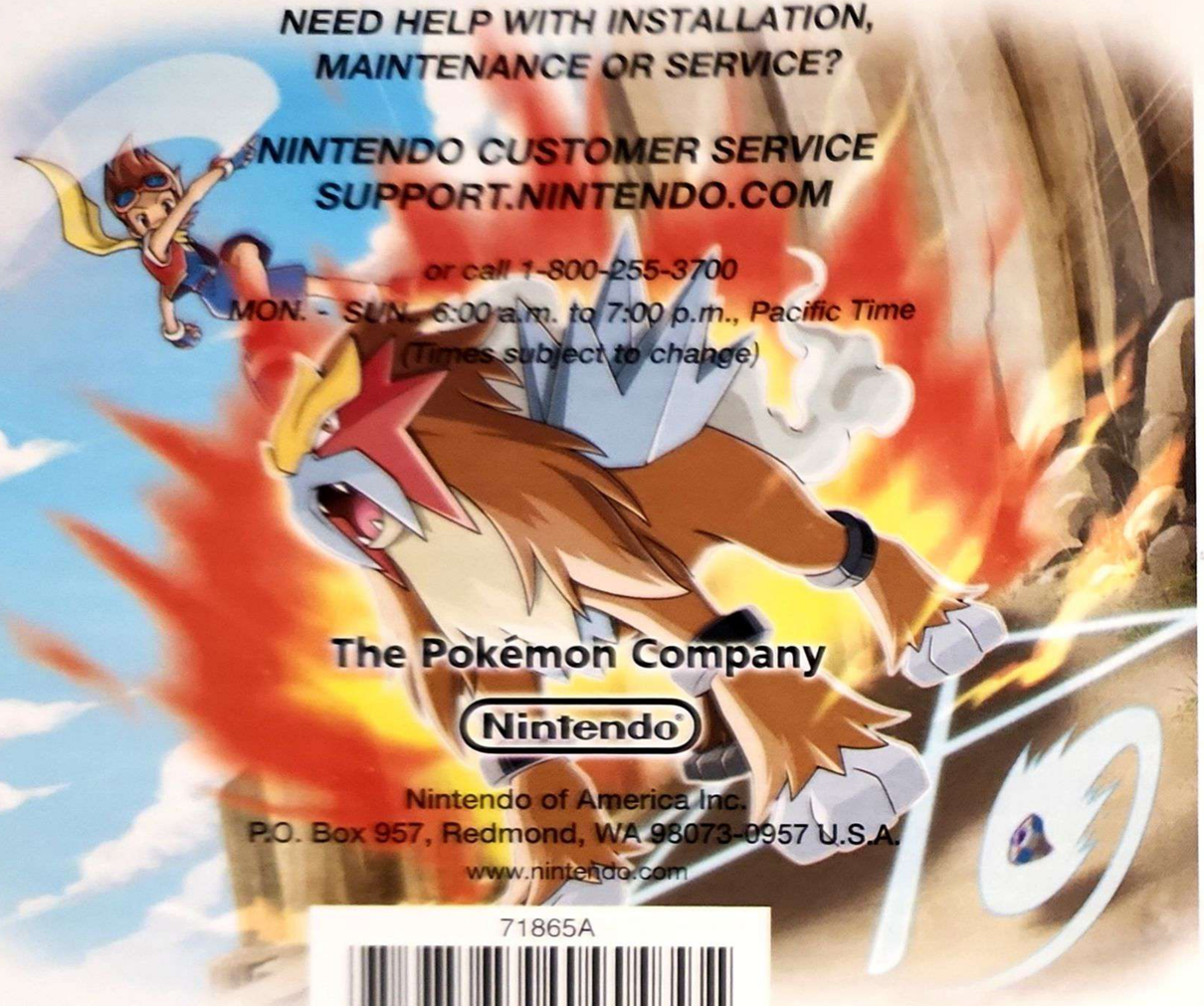

The Pokémon Company

Nintendo

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NINTENDO DS™

Pokémon RANGER
GUARDIAN SIGNS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ™

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

EVERYONE E CONTENT RATED BY ESRB

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

The Pokémon Company Nintendo

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WHAT IS A POKÉMON RANGER?

Pokémon Rangers are people who keep peace with the help of Pokémon. Every Ranger is equipped with a Capture Styler (Styler) that they use to form close friendships with Pokémon. Rangers work day and night to help keep the world peaceful for both people and Pokémon.

The hero of *Pokémon Ranger: Guardian Signs* receives a Mission to go to the Oblivia region to investigate and protect Pokémon from a nefarious group that kidnaps Pokémon. Solve the case and restore the peace in the Oblivia region!

Note: In *Pokémon Ranger: Guardian Signs*, you may choose to play either as a boy or a girl hero. The gender you choose does not affect the story.

PLAYING THE GAME

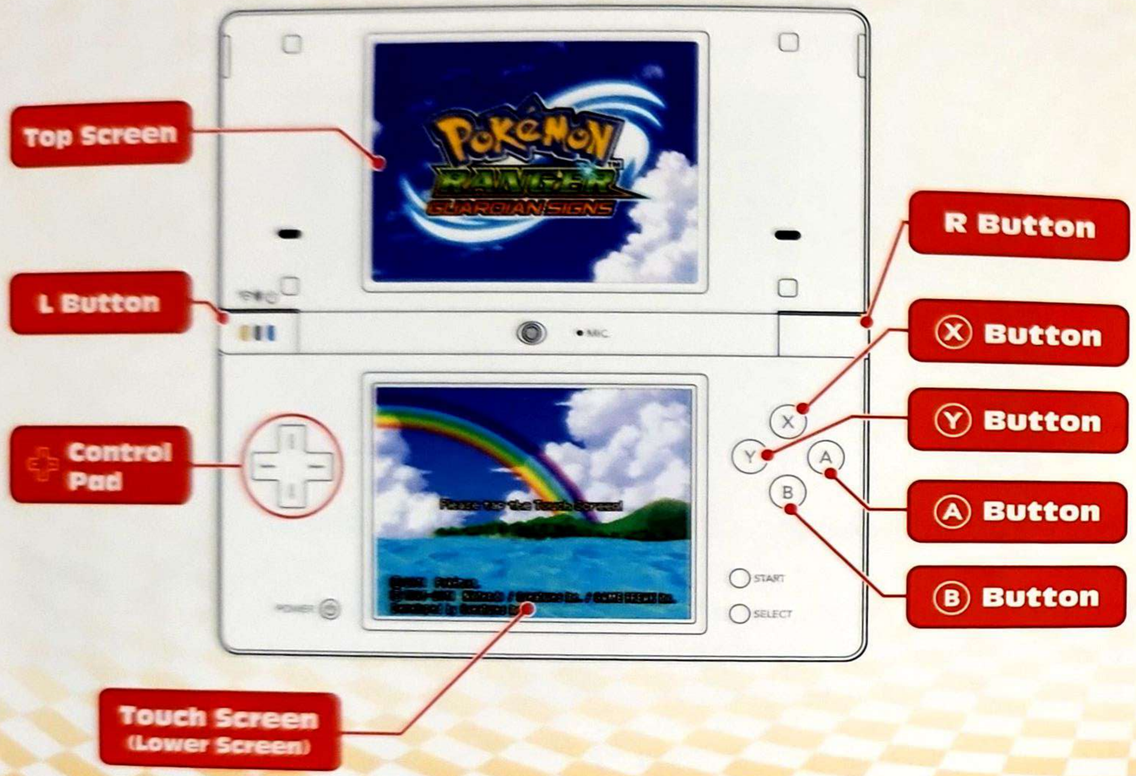
As the hero, your dangerous assignment is to solve a mystery in the Oblivia region. Get to the heart of the matter by clearing the Missions that come up along the way. Many of these Missions, however, cannot be cleared by a Ranger alone. You'll need to enlist the help of a Pokémon to complete the Mission.

Every Pokémon Ranger can capture a wild Pokémon by connecting with it on an emotional level (see page 23). A captured wild Pokémon will accompany the Ranger and provide help when called upon. Overcome challenges with the help of these Pokémon to clear Missions.

A Ranger can also take along a Partner Pokémon, which always accompanies him or her. Your Partner Pokémon is sure to help you on your adventures.

BASIC CONTROLS

Basic operations are performed by tapping and/or sliding the stylus on the Touch Screen (lower screen).



Note: The screen shown above is that of a Nintendo DSi™ system.

Touch Screen (Lower Screen)	Tap the stylus on the Touch Screen to make the hero move toward the tapped location. The Touch Screen is also used for talking to people and checking things. When text or dialogue is displayed, tap anywhere on the screen to advance the text.
X Button	Press to display a list of destinations when flying.
Y Button	Press to show or hide the Pokémon accompanying you.
Control Pad	Press to move the hero.
A Button	Press to choose "Yes," check something, talk to someone in front of the hero, or advance text.
B Button	Press to choose "No," go back one screen, or cancel a Field Move (see page 33).
L Button	Press to access the Sign Mode screen (see page 32).
R Button	Press to access the Styler menu.

Note: Closing the Nintendo DS™ system while playing will automatically put it into Sleep Mode. Opening the DS system will resume the game. Closing the DS system while in Ranger Net or while playing DS Wireless Communications with multiple players will not put the game into Sleep Mode but into Energy Save Mode.

Note: START and SELECT are not used.

Note: Remember to take a break if your hands get tired.

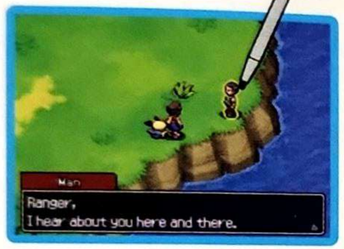
Basic Operations

Moving

Tap the stylus on the Touch Screen to make the hero move toward the tapped location. The hero can also be moved by pressing ✣.

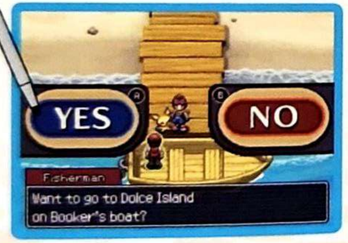
Talking

Select any person with the stylus to talk to them. You can also talk to a person by pressing Ⓐ when the hero is facing that person.



Making a Choice

You may be presented with "Yes/No" choices during conversations or at other times. Tap "Yes" or "No" on the Touch Screen to make your choice. You can also choose "Yes" by pressing Ⓐ, or choose "No" by pressing Ⓑ.



Checking

Select any Pokémon or target with the stylus to display information about it on the top screen (see page 33). You can read signboards or examine objects by tapping them or by pressing Ⓐ when the hero is facing them.

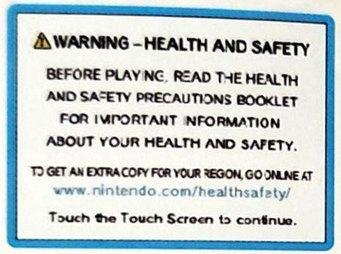
Show/Hide Friend Pokémon

Select the hero to show or hide Friend Pokémon. You can also show or hide Friend Pokémon by pressing Ⓨ.

STARTING THE GAME

How to Start

1. Make sure that the Nintendo DS system is turned off. Insert the *Pokémon Ranger: Guardian Signs* Game Card into the Game Card slot on the back of the system and push until it clicks into place.


⚠WARNING – HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

2. Turn the power on, and the Health and Safety Screen is displayed (shown to the right). Once you have read over the information, tap the Touch Screen.

3. Tap the *Pokémon Ranger: Guardian Signs* panel on the DS Menu Screen and the title screen will appear. From the main menu, select the menu item you want to play with the stylus, or press Ⓐ or the START Button to start.

Note: The screens to the right are those of the Nintendo DSi systems and Nintendo DSi XL™ systems.

Note: If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.

Note: In this Instruction Booklet, a pink frame surrounds the top screen and a blue frame surrounds the Touch Screen (lower screen).

Starting a New Game

Getting Started

Note: If you start playing a "New Game" and you save, any previously recorded game data will be deleted. (You will no longer be able to "Continue" using the previously saved data.)

The Hero's Gender

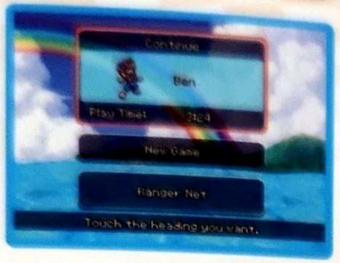
First, choose the hero's gender. Select either the boy or the girl with the stylus.

Note: The hero's gender and name cannot be changed once they have been registered.

Name the Hero

Once the story starts, you will be required to enter the hero's name. (Tapping "OK" without entering a name will give your character the name Ben or Summer, depending on the hero's gender.) Tap the keyboard to enter the name one letter at a time. If you make a mistake, tap the left arrow icon to go back one letter. When you have entered the name, tap "OK" to register the hero's name.

Continuing a Saved Game



Select "Continue" to resume game play from the last place you saved the game.

When resuming game play using quicksave data, you will be given a "Yes/No" choice.

- **Save Machine:** See page 21
- **How to quicksave the game:** See page 22

Please note that save data cannot be initialized.

Ranger Net

Choose Ranger Net to download Missions over Nintendo® Wi-Fi Connection, and then play your downloaded Missions. (For more information, see page 41.)

Compatible wireless router and broadband access required for online play. For more information, go to support.nintendo.com.

MENU SCREENS

When the hero is in the field, tapping the Ranger icon at the bottom right of the Touch Screen or pressing the R Button opens the Styler menu. On this screen, icons for the Styler's various functions are shown. Tap the desired function's icon to access it. To return to regular game play, tap the arrow icon at the top right of the Touch Screen.

Sign Mode: Page 32

Ranger Icon

Styler Energy

Status: Page 15

Modification: Page 19

Quests: Page 17

Map: Page 18

Release: Page 17

Sign List: Page 20

Browser: Page 16

Glossary: Page 18

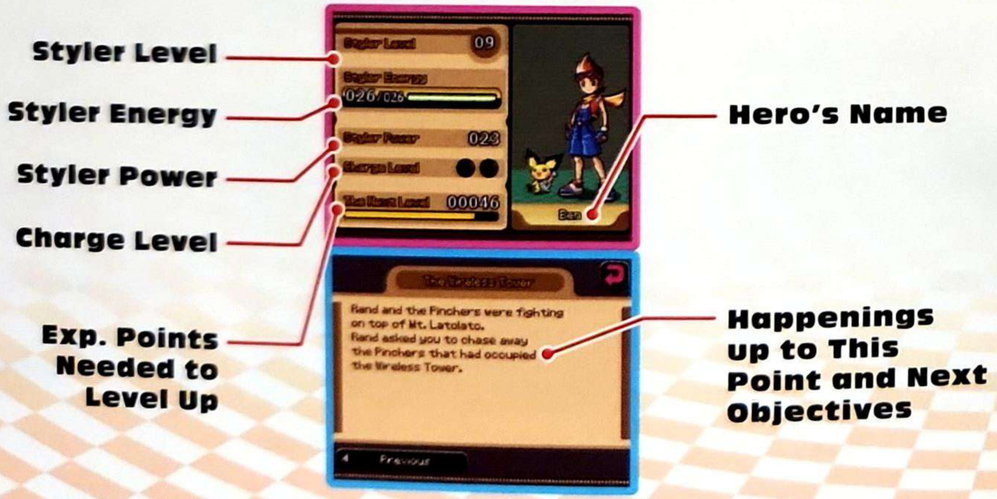
Quicksave: Page 20

Friend Pokémon

Tapping the Ranger icon displays your Friend Pokémon on the top screen.

The Hero's Status

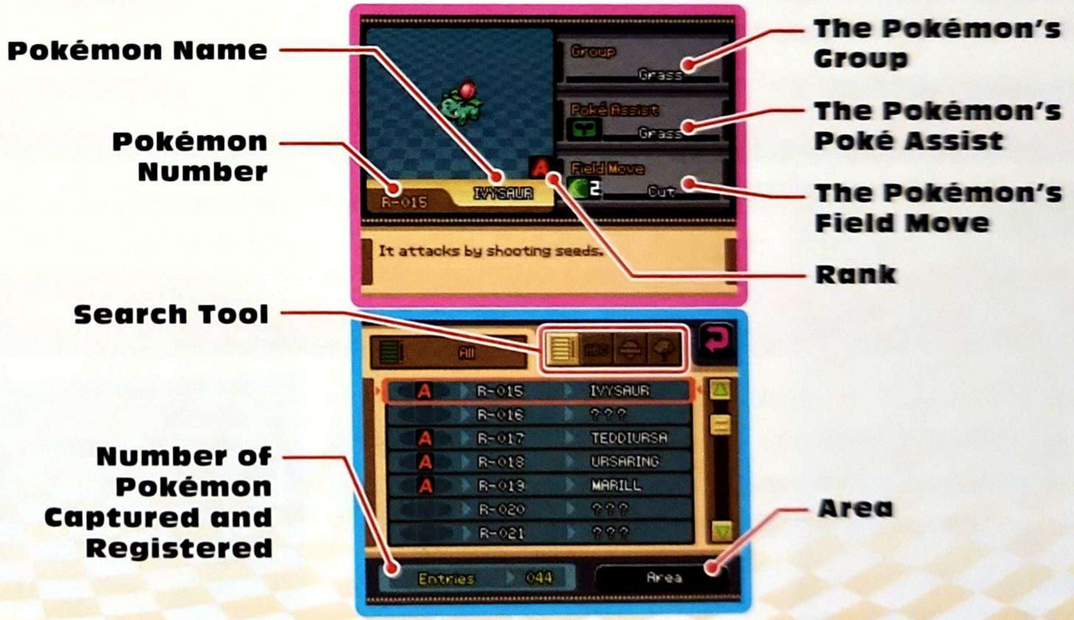
When you tap the Status icon in the Styler menu, the top screen shows the hero's name, Exp. Points (Experience Points), and other related data. The Touch Screen displays the story so far and the next objectives.



The Browser

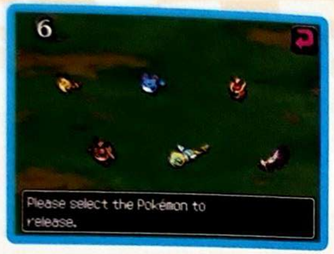
The Browser keeps records of captured Pokémon, which are listed according to a special numbering system used only by Rangers.

Information about the Pokémon selected on the Touch Screen is displayed on the top screen. Also, the Search Tool icons on the Touch Screen let you view Pokémon records by number, by alphabetical order, by Poké Assist, or by Field Move.



Tapping "Area" switches the screen to a map that shows the selected Pokémon's location.

Release



Friend Pokémon can be released anytime by tapping "Release." You may also be forced to release Pokémon if you capture more than you are allowed. When releasing Pokémon, all your Friend Pokémon are shown at once. Select those to be released, then tap "Release" at the bottom of the Touch Screen. The released Pokémon return to wherever they were originally captured.

Releasing Pokémon: See page 30

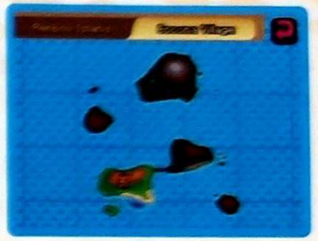
If a wild Pokémon helps the hero with a Field Move or is damaged during a Poké Assist, it is automatically released.

Quests

The Touch Screen shows the list of Quests you have accepted and Quests you have cleared. Select any Quest to display detailed information about it on the top screen. You can sort Quests by "All," "Accepted," or "Cleared."

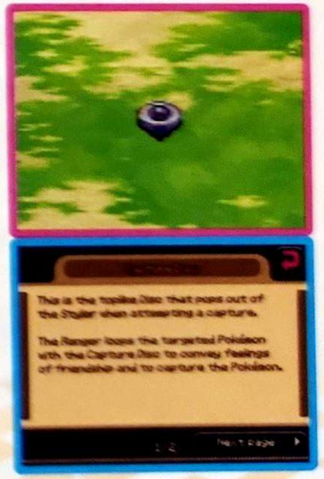
Quests: See page 31

Map



A map of the entire Oblivia region is displayed on the Touch Screen. The hero's present location is indicated with an icon. Places on the map that you've visited will be highlighted. Selecting certain locations displays a zoom icon. Tap that zoom icon to see a detailed map of that location.

Glossary



The Glossary provides detailed descriptions of special terms and techniques used in *Pokémon Ranger: Guardian Signs*. The entries in the Glossary are listed in three categories: "Terms," "Field," and "Capture." Select the heading you want to check to access information on it. When an entry is opened, tap the arrows on the Touch Screen to flip pages. The Glossary is automatically updated as you progress through the game.

Modification

As you proceed in the adventure, you will be able to upgrade aspects of your Capture Styler. There are several aspects that you can select and upgrade. This function is called Styler Modification.

Ranger Points are needed for Styler Modification. Clearing Missions and Quests and receiving an S Rank for the first time when capturing a Pokémon will give you Ranger Points.

Missions and Quests: See page 31

Tap ▲ to increase the upgrade level for an item on the list. Tap ▼ to lower the upgrade level. Tapping "Reset" will return all items to their original state.

When you have decided which aspects to upgrade and at what levels, tap "Lv. Up."

Once you confirm, there is no way to get your spent Ranger Points back, so please use caution when upgrading.

Current Styler Status

Current Number of Ranger Points

Ranger Points Needed for the Selected Modification(s)

Sign List

At one point in the adventure, this function is added to the hero's Styler.

Pokémon that have connected with the hero on an emotional level will help the hero by using their powers. This list allows you to record the Ranger Signs that call these Pokémon.

The saved Signs can be registered again.

Use "Sign Mode" to call Pokémon to help you.

Sign Mode: See page 32

Quicksave

You can quicksave your game and resume play from that point.

Using Quicksave: See page 22

SAVING THE GAME

There are two ways to save your adventure so you can resume playing later.

Save Machine

You can save your game by using any Save Machine in a village or in the field. (You will be asked if you want to save, "Yes/No.") You can resume play from the saved spot by choosing "Continue" the next time you play.

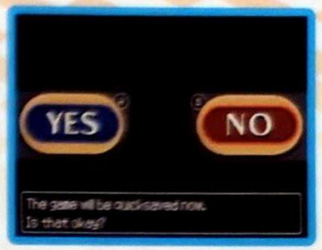
Note: The game is automatically saved after certain events as well.

Note: Don't turn off the power while saving.

If you start playing a "New Game" and then save, any previous game data will be overwritten. (The old "Continue" data will be lost.)

Quicksave

Tap "Quicksave" on the Styler menu to save the game on the spot. (You will be asked if you want to quicksave, "Yes/No.") Once quicksave is finished, the Nintendo DS can be shut off. When the Nintendo DS is turned on later, it is possible to resume play using the quicksave data.



Note: The quicksave data does not overwrite the "Continue" data.

The next time you start *Pokémon Ranger: Guardian Signs*, you will be asked if you would like to resume play from where you quicksaved, as shown on the right.

If you use the quicksave data to resume play, it will be deleted. So, you should then use a Save Machine to save your game regularly.

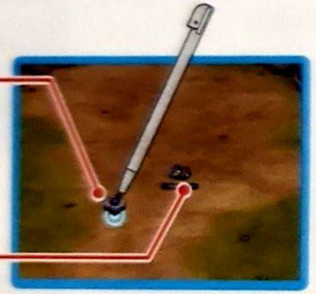
If you reply "No," you will be asked if it is okay to delete the quicksave data, as shown to the right. Then, if you reply "Yes," the quicksave data will be deleted and you will be returned to the title screen. At the main menu, select "Continue" to resume play from wherever you last saved using a Save Machine.

CAPTURING POKÉMON

Let's Capture Pokémon

A "capture" is the process of befriending a Pokémon by establishing an emotional bond. Once captured, the Pokémon will travel with the hero until it provides help and/or is released. A capture is performed using the stylus (the Capture Disc).

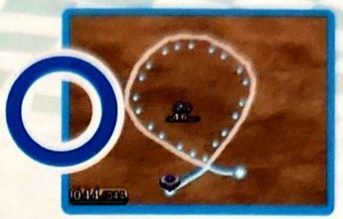
The Touch Screen switches to the capture screen when the hero makes contact with a Pokémon in the field.



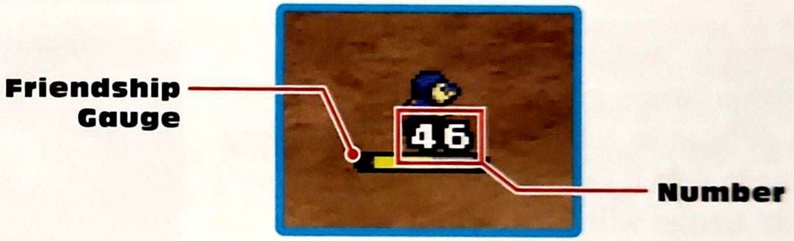
When the capture screen appears, touch the stylus to the Touch Screen.

The Capture Disc will appear where the stylus is touching; it disappears if the stylus is lifted from the screen.

Keeping the stylus touching the screen, slide it to move the Capture Disc. It will leave the Capture Line in its wake. Use the Capture Line to draw loops around the Pokémon you want to capture.



The ends of the Capture Line must cross to form a complete loop around the targeted Pokémon.



As you draw completed loops, the Friendship Gauge under the Pokémon fills. When the gauge becomes filled, the capture is successful.

Note: For some Pokémon, the Friendship Gauge is displayed at the top of the Touch Screen.

If the stylus is lifted before the capture is completed, the Capture Line disappears. If the Pokémon is left alone, the Friendship Gauge gradually drains. Draw enough loops until the targeted Pokémon is captured.

During captures there is no need to use any force. The trick is to draw loops lightly and quickly. If your hands become too tired, flee the capture, quicksave the game, and take a break.

Pokémon Emotions

Some Pokémon in the field behave differently from others.

When a Pokémon is "frightened," it will try to flee from you in the field. It also tries to flee during a capture.

When a Pokémon is "agitated," it will attack or chase you. Its Friendship Gauge will be red during a capture. This makes it difficult to establish an emotional bond. Use Poké Assists to help it calm down. When it's calmed, the Friendship Gauge will turn yellow and you can resume a normal capture.

Poké Assist: See page 29

Fleeing

You can give up on a capture and flee from the targeted Pokémon anytime. Tap the Flee icon at the bottom left of the Touch Screen.

Note: It may be impossible to flee from certain situations.

Capture Tips

When a Ranger is trying to make a capture, the targeted Pokémon will behave in a variety of ways depending on the species. Some will become startled and run around, while others may act aggressively. If a Pokémon touches the Capture Line, it is broken. If that happens, you must start drawing loops with a new Line.

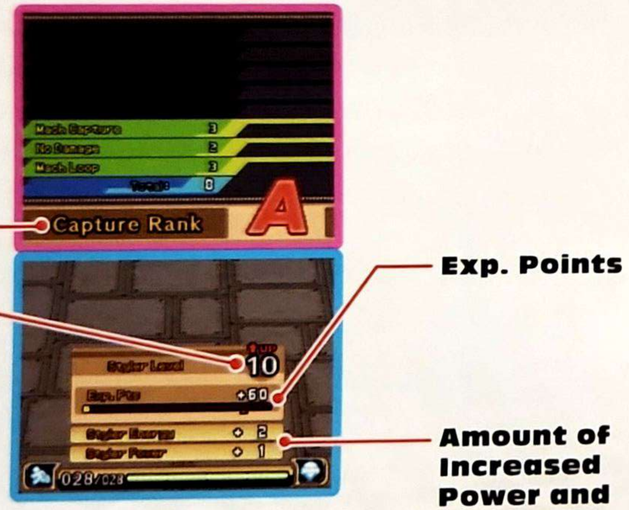
If a Pokémon's attack hits the Capture Line, the Styler also loses some energy. If the Styler Energy drops to zero, the Styler breaks, and it's game over. In that event, you may only resume play from the latest Save Machine data or from the title screen. If the Styler Energy is running low, it can be recharged at any Recharge Machine or by using certain Field Moves or Poké Assists of Friend Pokémon. It will also be recharged automatically as your Styler levels up (see page 27).

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Leveling Up the Styler

When a capture is successful, the hero earns Exp. Points. Upon accumulating certain amounts of Exp. Points, the hero's Styler levels up. Every time it levels up, it gains power and its maximum energy capacity is recharged and expanded. Each capture is ranked, and you'll receive Ranger Points the first time you capture a Pokémon at the S Rank.



CAPTURING WITH A POKÉMON'S HELP

A Ranger can use the abilities of Friend Pokémon to help capture other Pokémon. This is called a Poké Assist. There are many kinds of Poké Assists depending on the Pokémon's group and its ability. Mudkip's Poké Assist, for example, can slow down the targeted Pokémon during a capture.

About Ukulele Pichu

Ukulele Pichu™ is the hero's Partner Pokémon, and it has a special ability called "Pichu's Ukulele."

When it appears on the Touch Screen during a capture, select it, and it'll go into the capture screen to play its ukulele.

Ukulele Pichu
Select Pichu, and you can use Pichu's Ukulele.

Poké Assist

Any Pokémon accompanying the Ranger can help with captures. There are many kinds of Poké Assists that vary with the Pokémon's group. To use a Poké Assist, tap the Poké Assist button during a capture.

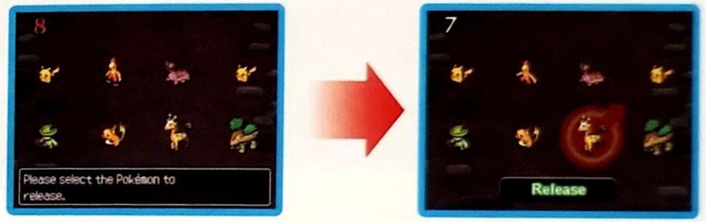
Then, select the Pokémon you want to use and slide it to where you want it to use its Poké Assist. If you want to cancel a Poké Assist before it's used, slide the Pokémon back to the Poké Assist button.

The strength of a Poké Assist will vary depending on the targeted Pokémon's group. If a ▲ is shown above the Pokémon, its Poké Assist has an advantage in the matchup. If a ▼ is shown above the Pokémon, its Poké Assist has a disadvantage.

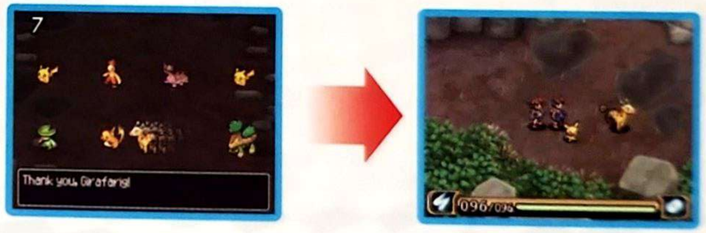
Once a Pokémon has used its Poké Assist, it can't use it again until the gauge around it is filled. If you decide not to use a Poké Assist, tap the capture screen to cancel. If your Pokémon is hit by a targeted Pokémon's attack during a Poké Assist, it will be released.

Releasing Pokémon

As a Pokémon Ranger, you cannot travel with more than seven Friend Pokémon. If a capture puts you over this limit, Pokémon must be released. You can also release Pokémon by tapping "Release" under the Styler menu.



When releasing Pokémon, all Friend Pokémon are shown at once. Select the Pokémon to be released (more than one may be selected) and again to cancel. Tap "Release" at the bottom of the Touch Screen to release the Pokémon. Pokémon with the Field Move Recharge can restore the Styler Energy before they're released.



Released Pokémon automatically return to wherever they were originally captured. Shortly after release, you may go back to the original capture spot to see a released Pokémon in the wild again.

MISSIONS AND QUESTS

Missions

Assignments you've accepted are called "Missions." When you clear a Mission, you'll obtain Ranger Points.

Quests

Rangers also help citizens solve their problems. This is referred to as a "Quest." People who want the help of a Ranger for a Quest are easily identified: "..." is displayed over their heads. When you clear a Quest, you'll obtain Ranger Points.

The Ranger Points you obtain through clearing Missions and Quests can be used to modify your Styler (see page 19).

SIGN MODE

Some Pokémon can be called with Ranger Signs.

Each of these Pokémon has its own Sign, and they help you with their special powers throughout your adventure.

These Signs are drawn on the Touch Screen. Note that there is a time limit, and when your stylus touches the Touch Screen, the countdown begins. When you lift the stylus, the remaining time will be replenished. Tap the Sign List button, and you can check all the Signs that are already registered.

Raikou™, for example, has the power to jump long distances, which allows it to leap over large gaps in your path.

FIELD MOVES

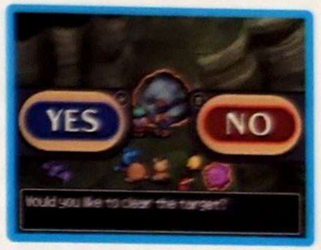
What Are Field Moves?

While performing your duties as a Pokémon Ranger, you may come across obstacles such as fallen trees and giant boulders that block your path. Such obstacles are referred to as "targets." Select a target with the stylus and its data will be displayed on the top screen.

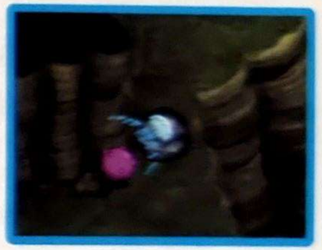
These targets can be eliminated using the moves of Friend Pokémon. The moves Pokémon use to remove obstacles are called "Field Moves."

❶ "Round Rock" requires the Field Move "Tackle 2." Select a Friend Pokémon that has the Field Move "Tackle" with a strength of 2 or above, and slide your stylus to the target.

❷ Select either "Yes" or "No" when asked if you'd like to clear the target.



❸ The Pokémon will use its Field Move if you select "Yes."



Removing a target with a Field Move is called a "Target Clear." Some targets require multiple Pokémon working together to be cleared.

Pokémon are released once they are finished clearing a target.

COMMUNICATION MODES

DS Wireless Communications (DS Wireless Play)

What You Will Need

- ☐ Nintendo DS/Nintendo DS Lite/Nintendo DSi/Nintendo DSi XL system..... one per player (up to 4 systems)
- ☐ *Pokémon Ranger: Guardian Signs* Game Card ..... one per player (up to 4 Game Cards)

Steps to Follow

1. Make sure that the Nintendo DS systems are turned off, then insert a Game Card into each system.
2. Turn all Nintendo DS systems on.
3. The Nintendo DS Menu Screen will be displayed. Tap "*Pokémon Ranger: Guardian Signs.*"
4. Follow the instructions on page 36.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

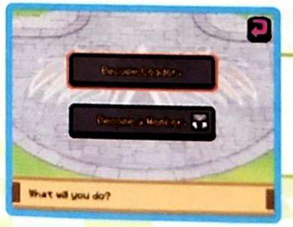
How to Play Wireless Multiplayer Missions

You will be able to play Wireless Multiplayer Missions after you've cleared the "Investigate the Old Mansion!" Mission.

Up to four players can play Wireless Multiplayer Missions by using Nintendo DS Wireless Communications. Your Styler level in the Wireless Multiplayer Missions is different from its level in the main story.

As your adventure progresses, you'll be able to travel through time by touching the Stone of Time in Cocona Plaza. Select "Yes" to travel through time to Cocona Plaza in the past.

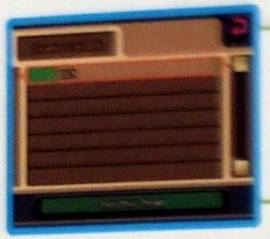
You can prepare for Wireless Multiplayer Missions and learn how to play those Missions once you are at Cocona Plaza in the past. When you are ready, enter the temple, then select "Yes" when asked if you want to save your progress.



Select "Become Leader." Or select "Become a Member." If you want to play alone, select "Become Leader."

If you're the Leader:

Select a Mission you want to play, then select "Start this Mission."



If you are a Member:

Select the Leader of the group you want to join and then select "Join this team."

Once everyone in the team is in the Blue Warp Zone, you'll be asked if you want to start the Mission. The Mission will start when the Leader selects "Yes."

When you clear a Wireless Multiplayer Mission and select "Go back to the Plaza," the Mission will end and your progress will be saved automatically.

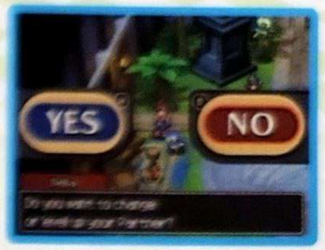
Touch the Stone of Time in Cocona Plaza in the past to go back to the main story.

Note: Communication Error

Under certain conditions, you may see an error message as shown to the right. When that happens, the Mission will fail, your progress will be saved, and you'll be sent back to Cocona Plaza.

Temple Partner

There are many Pokémon called Temple Partners that are available in Wireless Multiplayer Missions. Collecting Heart Slates during Missions gives you more Temple Partners. When two or more players clear a Mission together, they can exchange their Heart Slates during Gift Time.



Note: If you fail a Mission, all the Heart Slates you've collected during that Mission will be lost.

Treasure Chests

During a Mission, you may find Treasure Chests. Your Temple Partner can do a Target Clear on it, and you'll obtain an item. There are several kinds of items, including one that recharges Styler Energy.

Failed Wireless Multiplayer Missions

If any of the following things happen, the result is a failed Mission for all players:

- Time runs out before the Mission is cleared.
- Styler Energy falls to zero for one of the players.
- The Wireless Communication is lost.

Provide Capture Support

Players who are in the middle of a capture will have "!!" displayed over their heads. You can support their capture by running into the Pokémon they are trying to capture. Players can then perform more powerful captures together, such as "Unison Capture" and "Team Capture."

Unison Capture

Two players are required to perform this capture. Start your Capture Line at the beginning of the other player's Line. The colors of the Capture Lines will change. Make a loop around the target Pokémon together to perform a Unison Capture.

Team Capture

At least three players are required to perform this capture. Keep your Capture Disc in the same place until its color changes. Then connect your Line to the beginning of someone else's Capture Line. Team Captures are successful if you make a triangle with three players or a rectangle with four players.

During a Unison Capture or Team Capture, your Lines will not be broken even if a Pokémon touches or attacks them. Your Line will be broken, however, if a Pokémon touches your Capture Disc. The Styler loses some of its energy and the Capture Line will be broken if a Pokémon's attack hits the Capture Disc.

Download Missions over Nintendo Wi-Fi Connection

Using Nintendo Wi-Fi Connection, you may download several rare Missions for *Pokémon Ranger: Guardian Signs*.

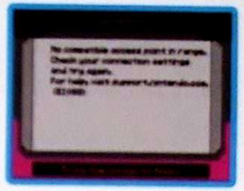
Note: Once downloaded, the Missions may be unplayable until certain game conditions are met.

Setting Up Nintendo Wi-Fi Connection

You will first need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. From the main menu, select "Ranger Net," then "Nintendo Wi-Fi Connection Setup" to configure the DS system.

About Nintendo Wi-Fi Connection Settings

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals.



Searching for Missions over Nintendo WFC

Follow these procedures for downloading Missions over Nintendo Wi-Fi Connection. Please be aware that the Missions download service over Nintendo Wi-Fi Connection may be terminated at any time without notice.

Select "Ranger Net" on the main menu.

Select "Scan for Missions Available."

Select "Search by Nintendo WFC."

The downloadable Missions are displayed. Select the Mission to be downloaded.

When downloading is completed, the downloaded Missions can be played by selecting "Play a Downloaded Mission" in the Ranger Net menu.

Note: Once downloaded, the Missions may be unplayable until certain game conditions are met.

Note: To play the downloaded Missions, you may need to start a Wireless Multiplayer Mission (see page 36) instead of selecting the Ranger Net menu.

Nintendo Wi-Fi Connection

- To play Nintendo DS games over the Internet, you must first set up Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

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REV-R

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Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

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